

Hanoi, Vietnam
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Lam Nguyen

Game Programmer

I am a game programmer with a passion for building games, especially from scratch, as I love building my own engine and tools. In my spare time, I like to work on my AI projects and play tennis.

Skills

Languages	Vietnamese: Native language English: Fluent	
Programming languages	Professional knowledge Basic knowledge	C++, C, Python, Scala C#, Javascript, GLSL
Engines	Unity, Unreal Engine 4	
Other	Visual Studio, Git, CUDA, SQL	

Projects - <https://github.com/ltnguyen14>

Heist Engine	<ul style="list-style-type: none">• Modern 3D game engine written in C++• Make use of ECS to manage entities• Handwritten 3D math library (mostly for practice)• Custom memory allocator
<u>OptiEngine</u>	<ul style="list-style-type: none">• 2D game engine written in C++• Implemented simple ECS concepts• Simple editor made with ImGui
Before Time	<ul style="list-style-type: none">• 2D roguelike game written from scratch focus on resource management• Experimented with platform code (Windows) and a software renderer

Work experience

August 2018 - Present	Software Engineer – Angie’s List – Search Team <ul style="list-style-type: none">• Team focus on advertising within the product along with integration of third parties into the platform• Working to improve search functionality to match business needs
January 2018 – August 2018	Senior Backend Programmer – NADA <ul style="list-style-type: none">• Lead a team of four programmers to build the server backend for NADA; a startup focuses on connecting students on campus through services they can provide.• Build the entire backend from scratch using Python/Flask

Education

August 2014 – May 2018	Earlham College – Richmond IN, USA B.A in Computer Science. GPA: 3.8/4.0. In-major GPA: 3.93
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